THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1   An electronic game for play on a display screen wherein the game comprises;

5   a display background,

at least one three dimensional object presented on the display having at least one exposed surface defining a wall of the object ;

wherein, upon initiation of game play, said at least one three dimensional object morphs from three dimensions to form a two dimensional display of plurality of symbols.

10   2   An electronic game according to claim 1 wherein the three dimensional object has in addition to the at least one exposed surface at least one hidden inner surface.

3   An electronic game according to claim 2 wherein each said symbol of the two dimensional display is displayed on a carrier background which form at least part of the hidden inner or outer surface of said three dimensional object.

15   4   An electronic game according to claim 3 wherein said   morphing involves fragmentation of inner and /or outer surfaces of the three dimensional object and reformation of said surfaces in a two dimensional array of symbol carriers.

5   An electronic game according to claim 4 wherein said fragmentation of the three dimensional objects forms discrete elements each having a surface which bears at least

20   one symbol.

6   An electronic game according to claim 5 wherein the discrete elements assemble to form at least one row of symbol carriers.

7   An electronic game according to claim 6 wherein a surface of each discrete element forms part of said an inner surface of the three dimensional object and an

25   opposite surface of each discrete element forms part of an external surface of the object.

8   An electronic game according to claim 7 wherein, the total surface area of the symbol carriers displayed in two dimensions is equal the total surface area of either an internal or external surface of the at least one three dimensional object.

9   An electronic game according to claim 8 wherein the symbol carriers remain

30   joined during fragmentation of the three dimensional object into two dimensions.

10   An electronic game according to claim 9 wherein the display of the symbols on the symbol carriers and the symbols carriers is random.

11   An electronic game according to claim 10 wherein a row of the two dimensional display may be formed by a plurality of abutting symbol carriers.

5   12   An electronic game according to claim 11 wherein a symbol is displayed by superimposition over the symbol carrier.

13   An electronic game according to claim 11 wherein there are a plurality of hidden internal surfaces in each said three dimensional object.

14   An electronic game according to claim 13 wherein the morphing of the three

10   dimensional object involves said fragmentation of the elements, random motion of the fragmented elements then assembly of the elements randomly into two dimensional rows and columns.

15   An electronic game according to claim 14 wherein, at least one row or column is formed from a plurality of said elements

15   16   An electronic game according to claim 15 wherein, the two dimensional display includes at least one pay line taken along at least one predetermined path along the elements which comprise said two dimensional display.

17   An electronic game according to claim 16 whereupon, a player may make a wager on the outcome of a number of pay lines presented in two dimensions prior to said

20   morphing of the object.

18   An electronic game according to claim 17   wherein a shape of each discrete element is selected from one or more of a square, rectangle, triangle ovoid circle, polygon.

19   An electronic game according to claim 18 wherein the symbols are selected from

25   letters, icons, numbers, figures, caricatures, animals, geometric shapes, objects.

20   An electronic game according to claim 19 wherein, the game is playable on a computer, slot machine, gaming machine.

21   An electronic game according to any of the foregoing claims wherein at the completion of morphing, a player is presented with a random two dimensional array of

30   symbols or combination of said symbols, letters, numbers, icons; the combination along

one ore more said pay lines being compared to a predetermined pay table to determine an outcome of said game.

22   An electronic game capable of display on a screen of a slot machine, computer or the like; the game comprising a screen display initially comprising at least one object in three dimensions each having at least one exposed face each bearing a game symbol, icon number/s or the like;

wherein, when a player initiates game play the at least one three dimensional object morphs during which the three dimensional object fragments into discrete elements which reassemble to be displayed as a two dimensional array of rows and columns.

23   An electronic game according to any of the forging claims wherein the three dimensional object is a polyhedron having multiple exposed faces.

24   An electronic game according to claim 23 wherein upon morphing of the three dimensional object, all faces of said three dimensional object/s are displayed on the screen in two dimensions forming said rows and columns.

25   An interactive game for playing on an electronic device such as a computer, gaming machine or the like: the game comprising a screen which displays a three dimensional shape having a plurality of faces, wherein the three dimensional shape morphs into a two dimensional display on the screen display, such that all said faces are displayed on the second screen display in a plurality of parallel and/or intersecting rows and columns; wherein each said faces include at least one symbol; whereupon an outcome of the game may be determined by a comparison between a random display of symbols, with a pay or win table; wherein a participant may make a wager on the random outcome.

26   An interactive electronic game according to any of the forgoing claims wherein the at least one three dimensional object is initially presented in an opened out two dimensional array wherein the array comprises discrete symbol carriers which have a surface on which a symbol is displayed.

27   An interactive game according to claim 26 wherein the discrete symbol carriers combine to form the three dimensional object.

28   A method for playing an electronic game displayed on a screen of a slot machine, computer or the like; the game comprising a screen display initially comprising at least one object displayed in three dimensions having at least two exposed faces each bearing

5   game symbols, icons numbers or the like;
the method comprising the steps of

a)   initiating play of a primary game

b)   allowing a player to wager on an outcome of the game

c)   causing the three dimensional object to morph so that all faces of said three

10   dimensional object fragment then re assemble on the display screen in two dimensions;

d)   forming at least one pay line which traverses a path of symbols;

e)   awarding a player according to a comparison between the symbols traversed by said at least one pay line and the predetermined pay table. .

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29   A method of playing an electronic game, comprising the steps of:

a)   providing a screen display comprising at least one three dimensional object having a plurality of faces;

b)   making a wager on an outcome of the game;

.20   c)   effecting a spin command to cause one or more said objects to morph by fragmentation of each said faces of said at least one object thereby forming rows and /or columns bearing symbols, one on each face,

d)   providing at least one pay line for a player from traversing symbols on said rows and /or columns formed by said morphing and

25   e)   comparing the symbols traversed by said at least one pay line with a predetermined pay table.

30   A method of playing an electronic game on a slot machine gaming machine, or computer; wherein the method comprises the steps of,

30   a)   presenting on a screen in three dimensions an object having a plurality of faces which each include a symbol, icon , number or the like;

b)   making a wager on an outcome of the game;

c)   effecting a spin command to cause one or more said objects responsive to said spin command to re orient the faces to form a plurality of two dimensional rows and /or columns formed by the symbols such that the number of symbols in the rows and
5   columns corresponds to a number of hidden and / or exposed faces on a corresponding three dimensional object;

d)   comparing symbol combinations traversed by pay lines with a pay table to determine an award to a player on the game outcome.

31   A method according to claims 28, 29 or 30 comprising the further step before
10   presenting the three dimensional object on the screen display, of initially presenting on the screen an opened out two dimensional array wherein the array comprises discrete symbol carriers which have a surface on which a symbol is displayed; wherein, the discrete symbol carriers combine to form the three dimensional object during morphing from the initial two dimensional display to the three dimensional display.
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32   An electronic game for play on a display screen wherein the game comprises;
a display background,
a two dimensional display of discrete elements each having a surface capable of holding a
20   symbol.;
means associated with the game to initiate game play; wherein, when game play is initiated, the two dimensional display of discrete elements morph to cause at least one three dimensional object to be presented on the display having at least one   exposed surface defining a wall of the object ;
25   wherein, during game play, said at least one three dimensional object morphs from three dimensions to form a two dimensional display of plurality of symbols.

33   An electronic game according to claim 32 wherein each said symbol of the two dimensional display is displayed on a symbol carrier wherein each symbol carrier forms at least part of said at least one three dimensional object.

34   An electronic game according to claim 3 wherein said morphing involves fragmentation of inner and /or outer surfaces of the three dimensional object and reformation of said surfaces in a two dimensional array of symbol carriers.

35   An electronic game according to claim 34 wherein said fragmentation of the three dimensional objects forms discrete elements each having a surface which bears at least one symbol.

36   An electronic game according to claim 35 wherein the discrete elements assemble to form at least one row of symbol carriers.

37   An electronic game according to claim 36 wherein a surface of each discrete element forms part of an inner surface of the three dimensional object and an opposite surface of each discrete element forms part of an external surface of the object.

38   An electronic game according to claim 37 wherein, the total surface area of the symbol carriers displayed in two dimensions is equal the total surface area of either an internal or external surface of the at least one three dimensional object.

39   An electronic game according to claim 38 wherein the display of the symbols on the symbol carriers and the symbols carriers is random.

40   An electronic game according to claim 39 wherein there are a plurality of hidden internal surfaces in each said three dimensional object.

41   An electronic game according to any of the foregoing claims, wherein, the typical game has an additional feature whereby a predetermined event during an initial game play will trigger a second game state and a number of subsequent game states.